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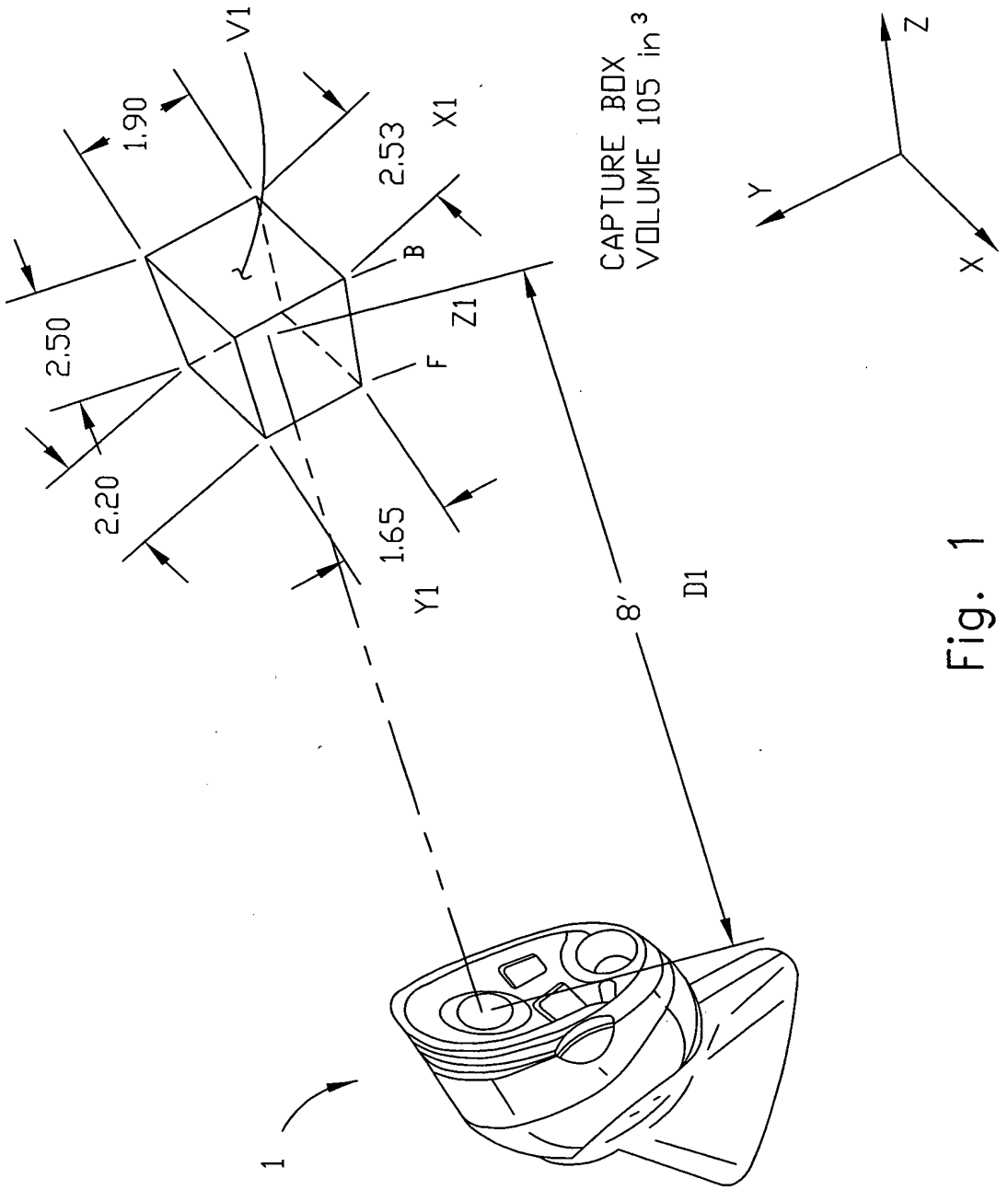

Fig. 1
(prior art)

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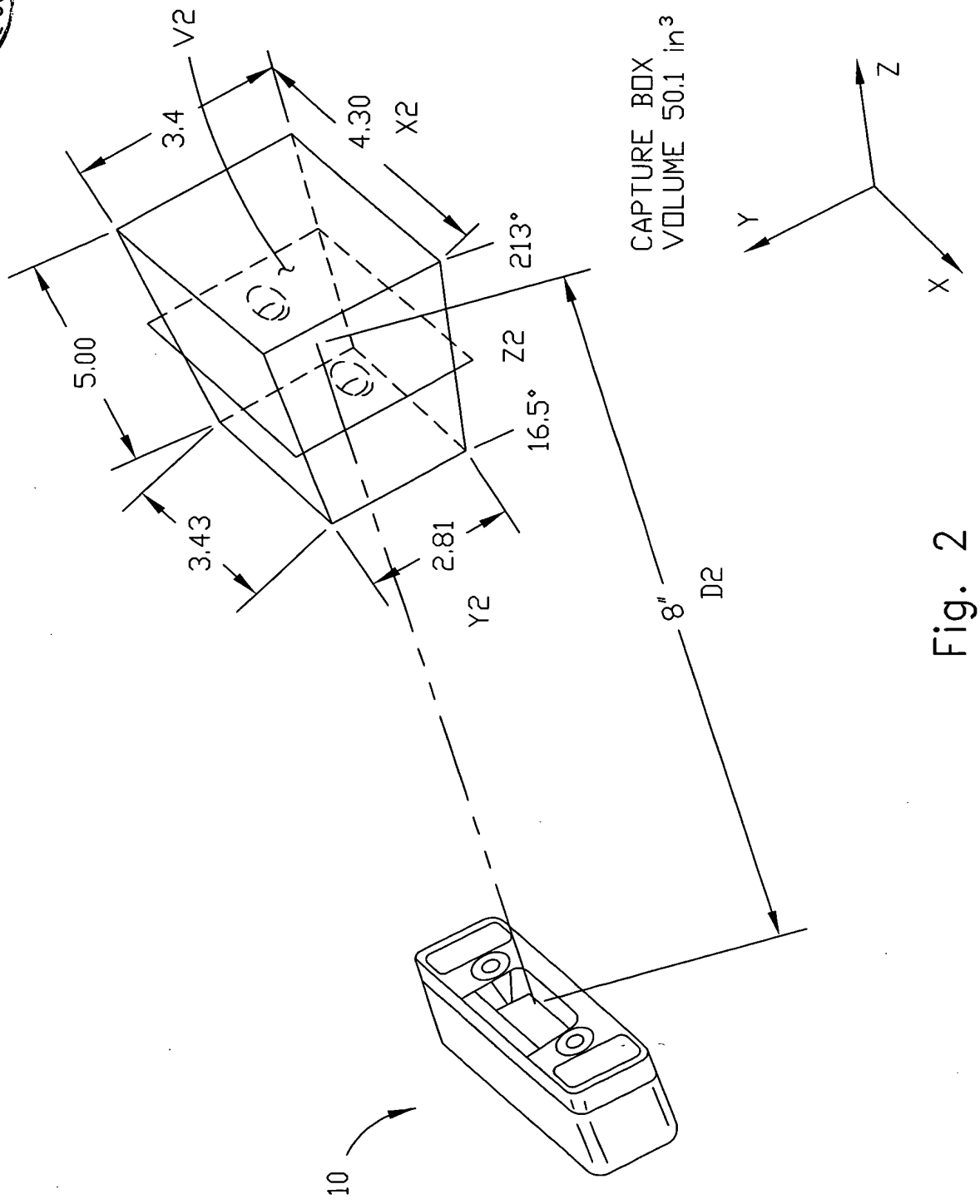

Fig. 2

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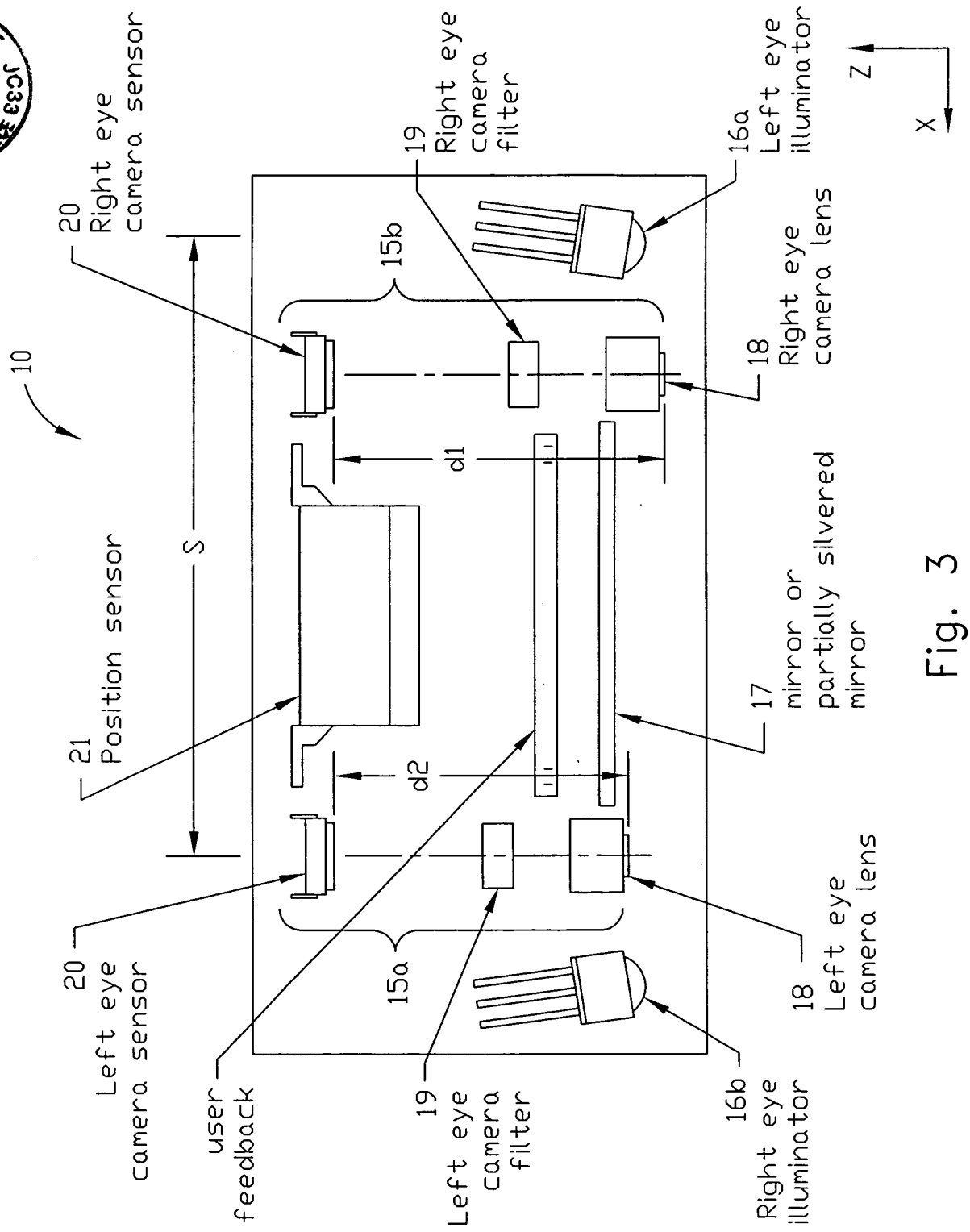

Fig. 3

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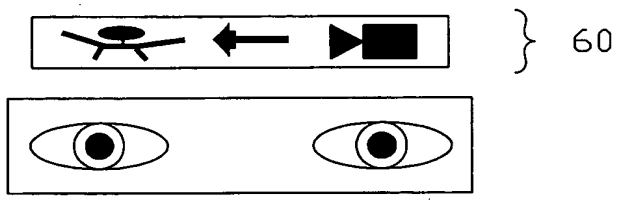

Fig. 4A

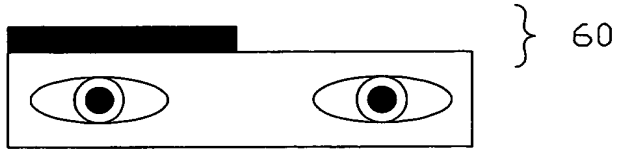

Fig. 4B

Fig. 4C

Fig. 4D

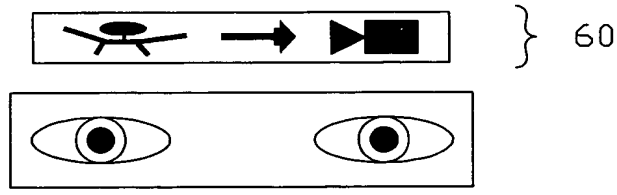

Fig. 4E

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Fig. 4F

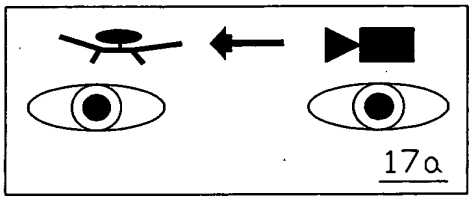


Fig. 4G

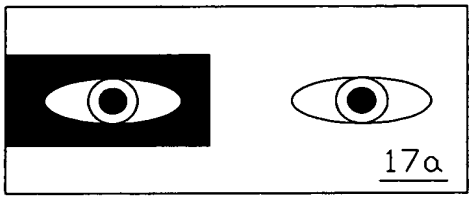


Fig. 4H

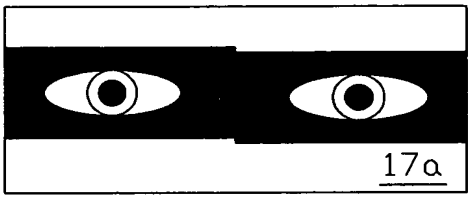


Fig. 4I

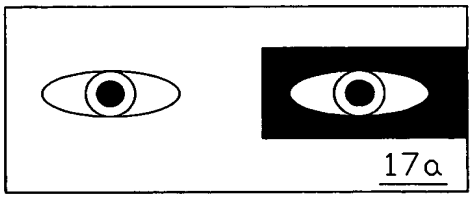
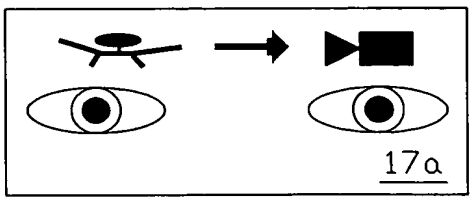


Fig. 4J



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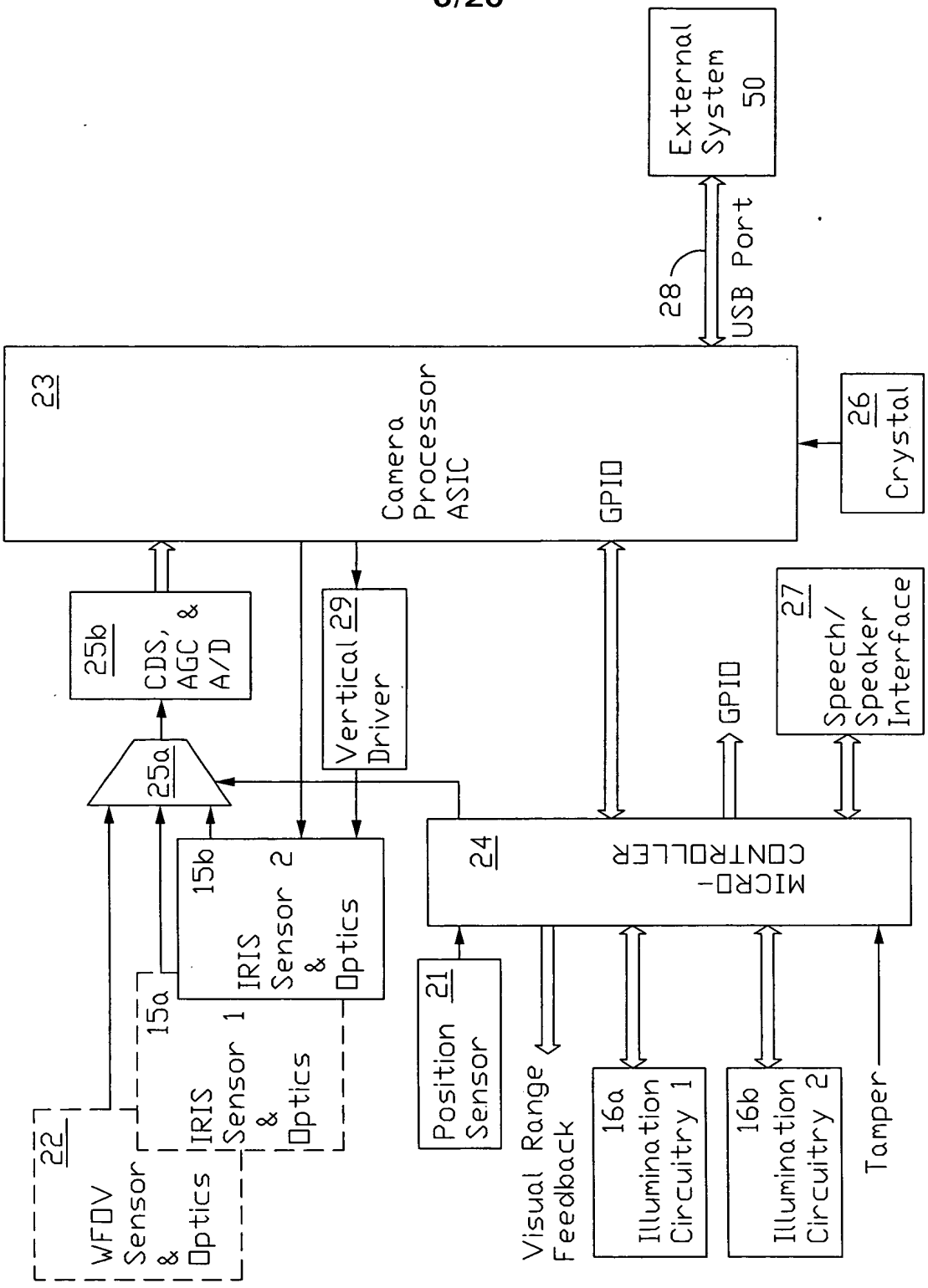

Fig. 5

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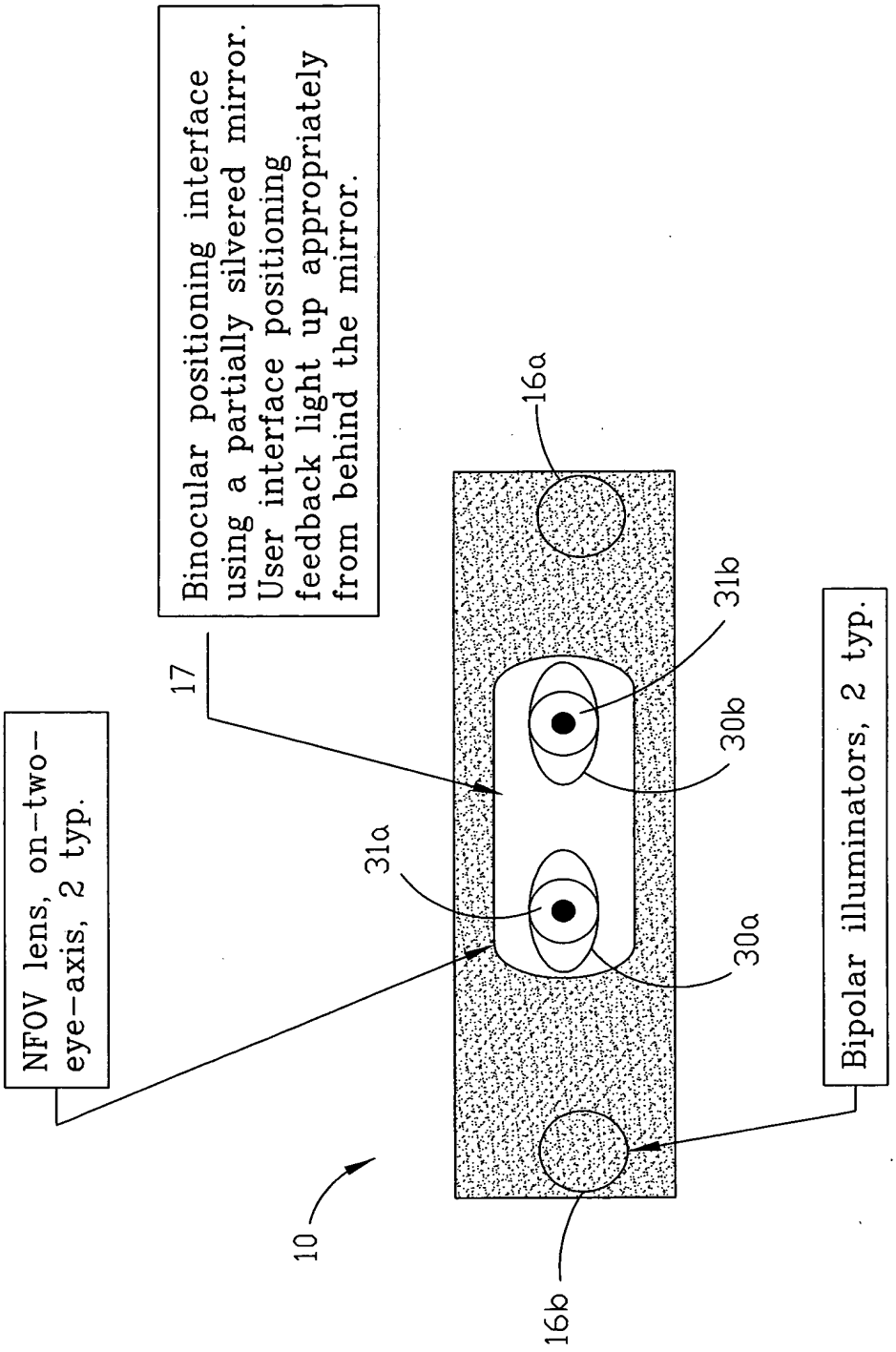

Fig. 6A

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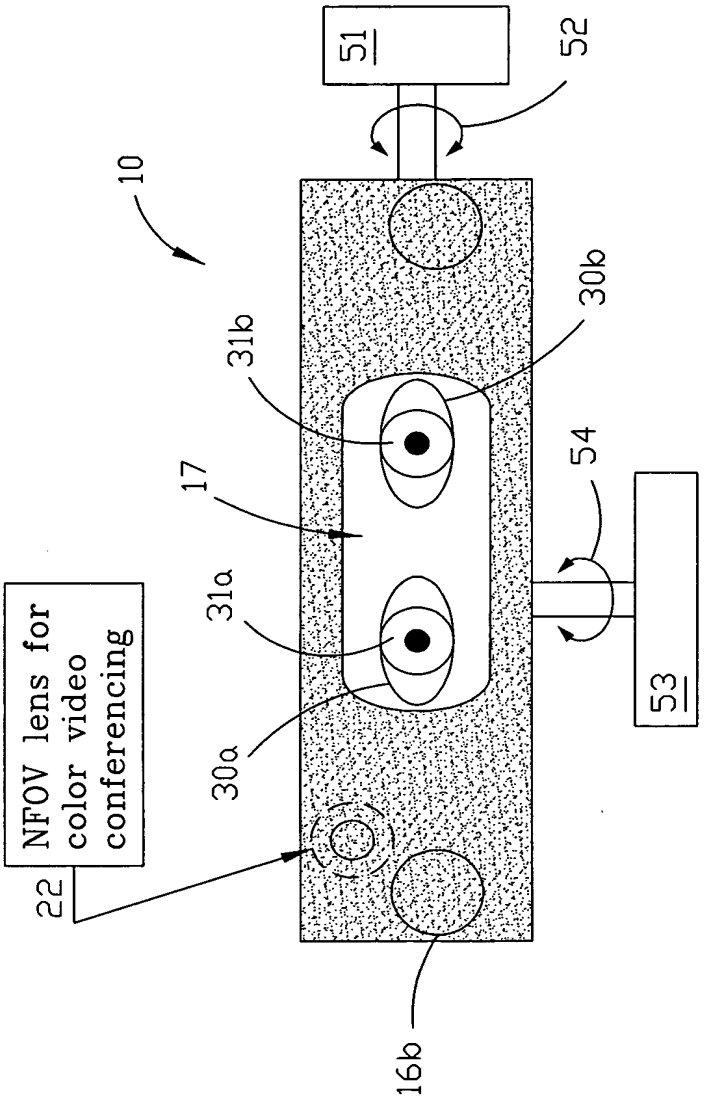

Fig. 6B

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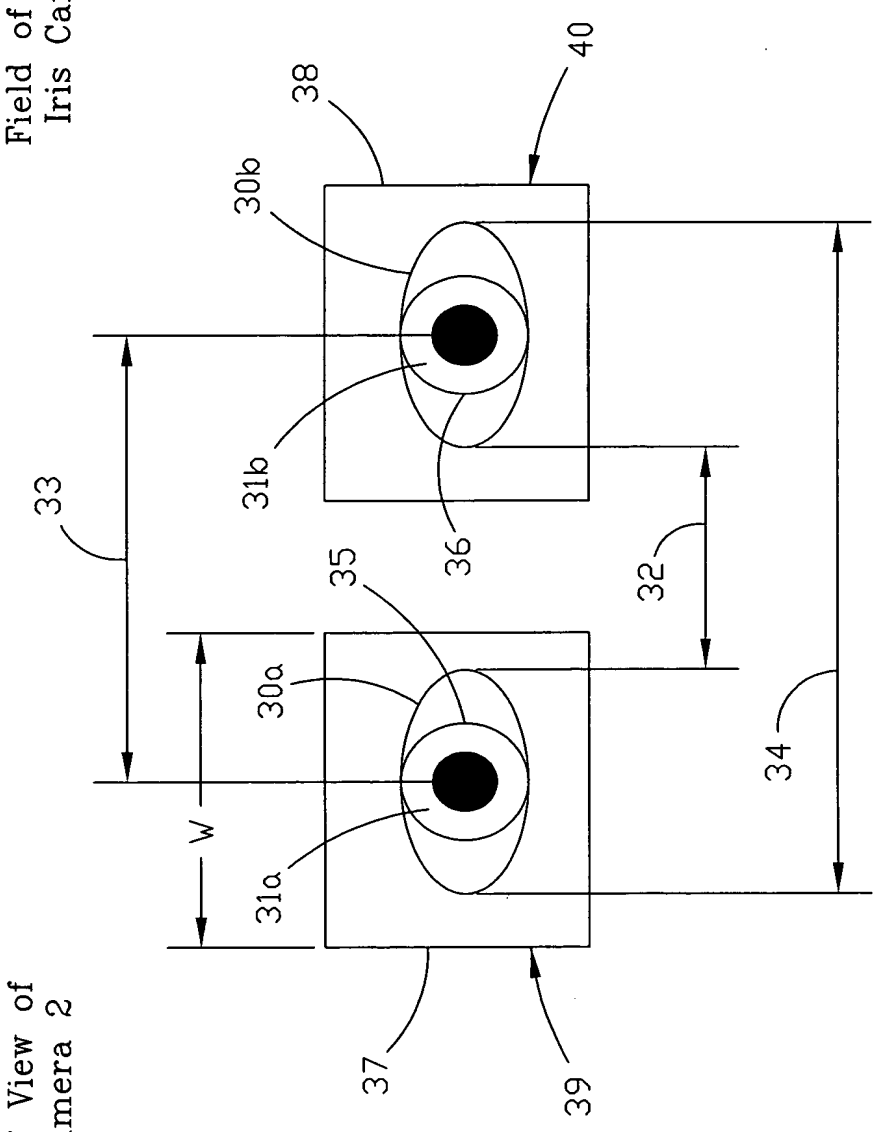

Fig. 7A

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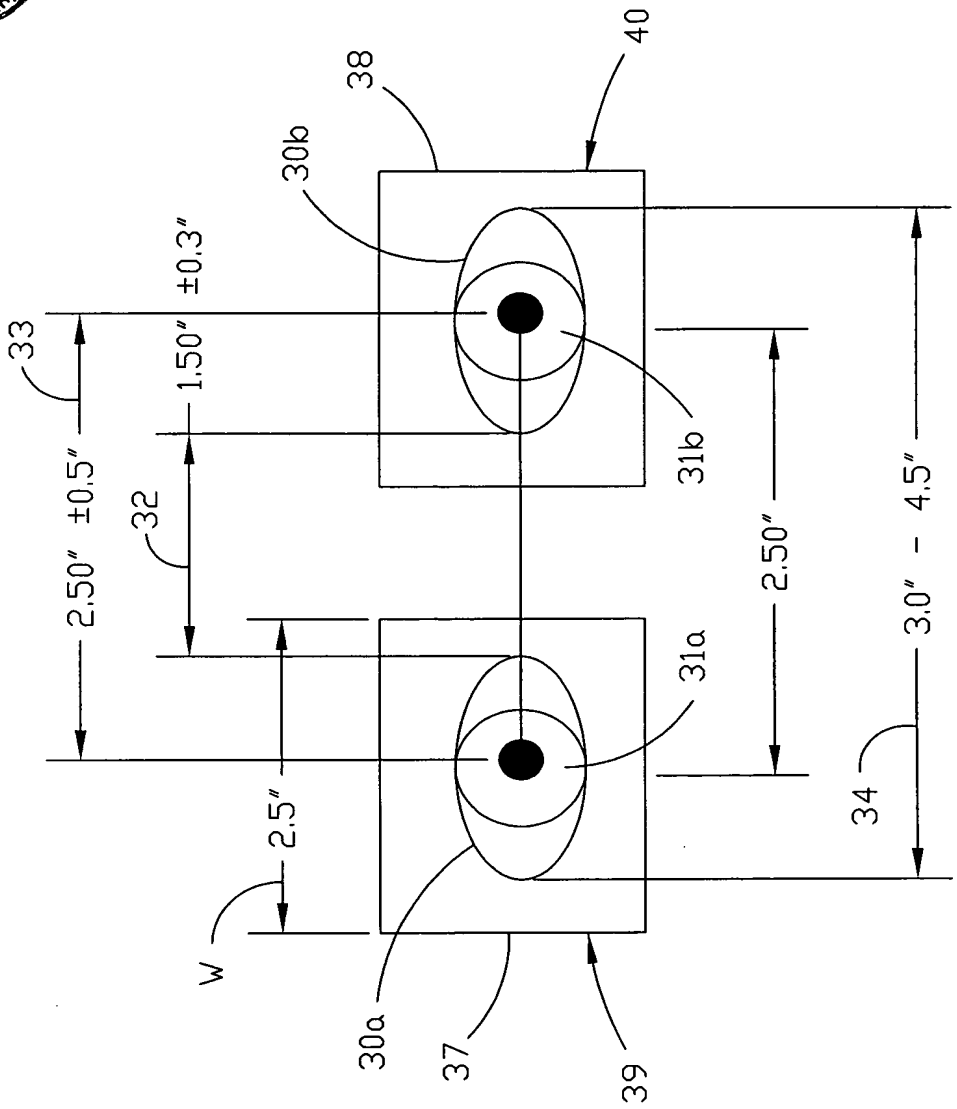

Eye geometry with two capture areas overlaid for each eye

Fig. 7B

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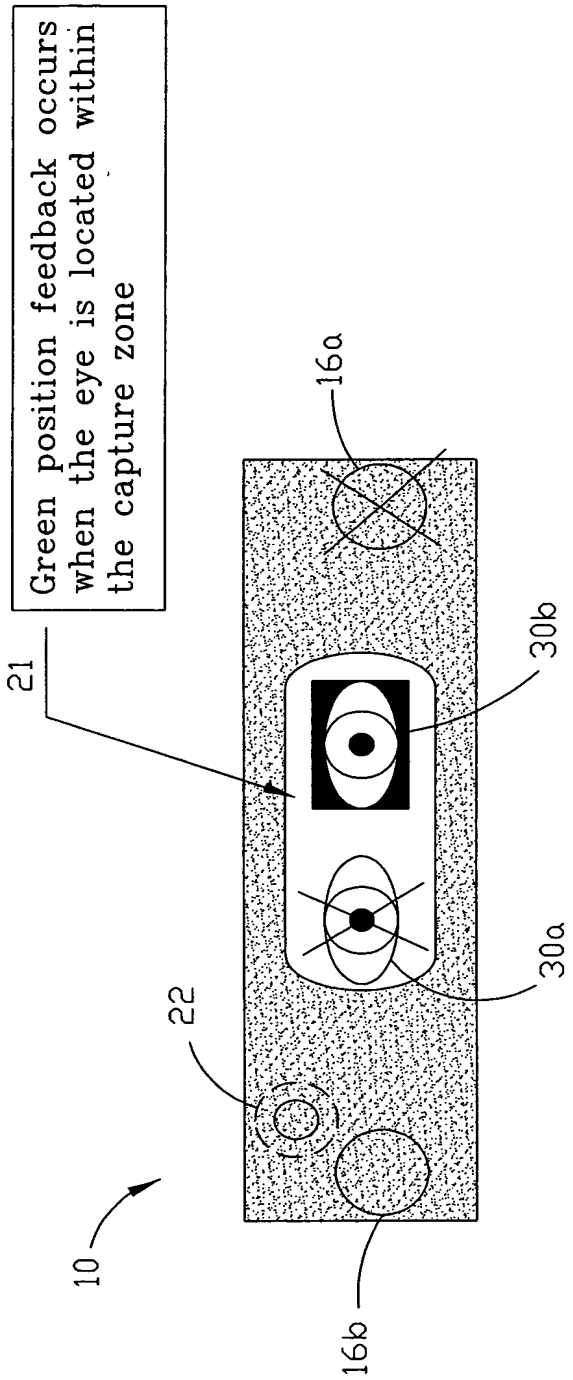

Moment of capture for the right eye.
The right camera and the left illuminator is active.

Fig. 8

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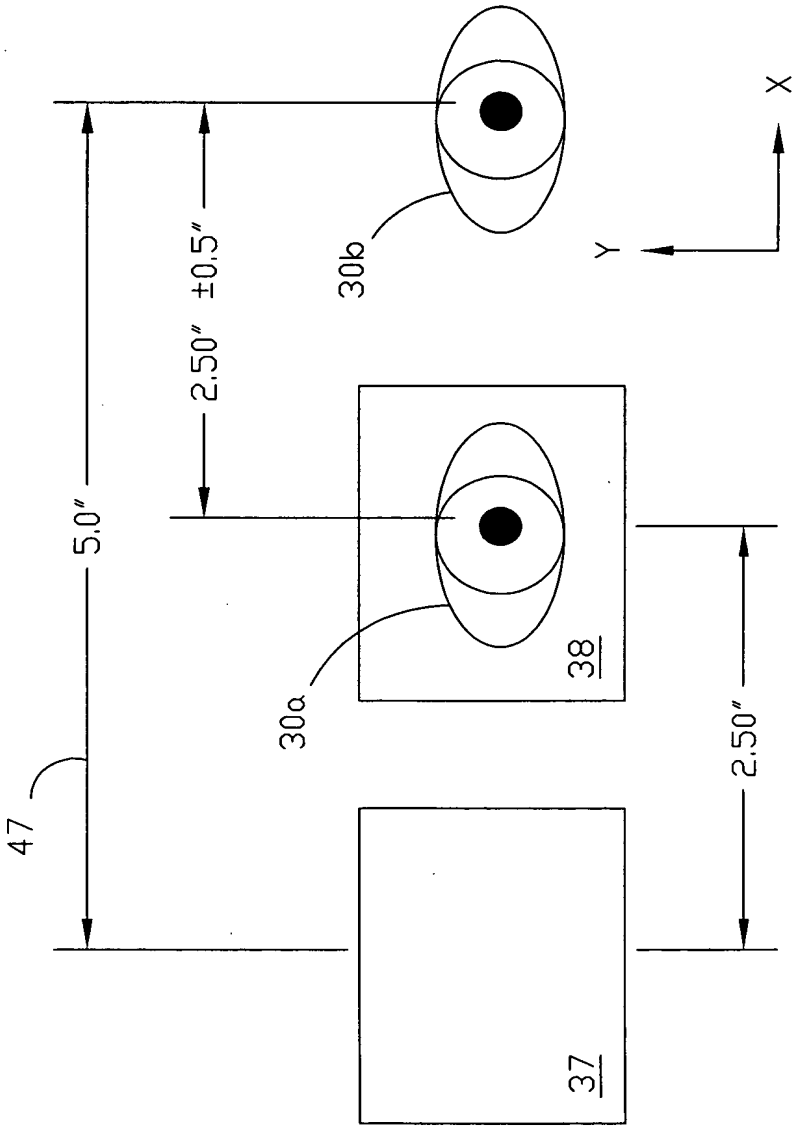

A horizontally offset eye in an image capture situation

Fig. 9

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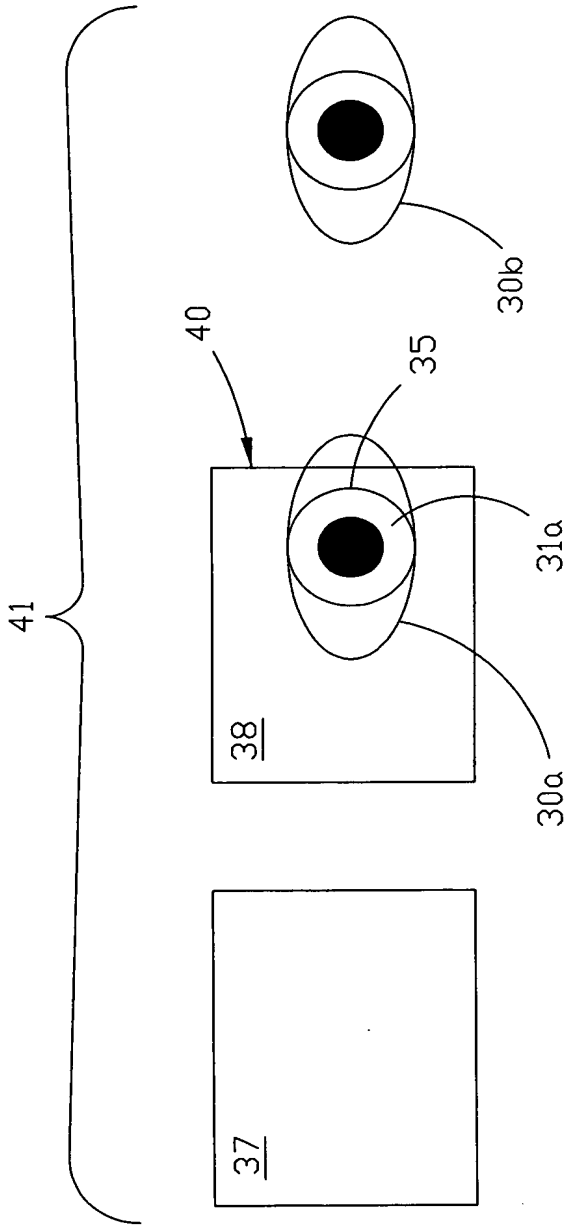

Fig. 10A

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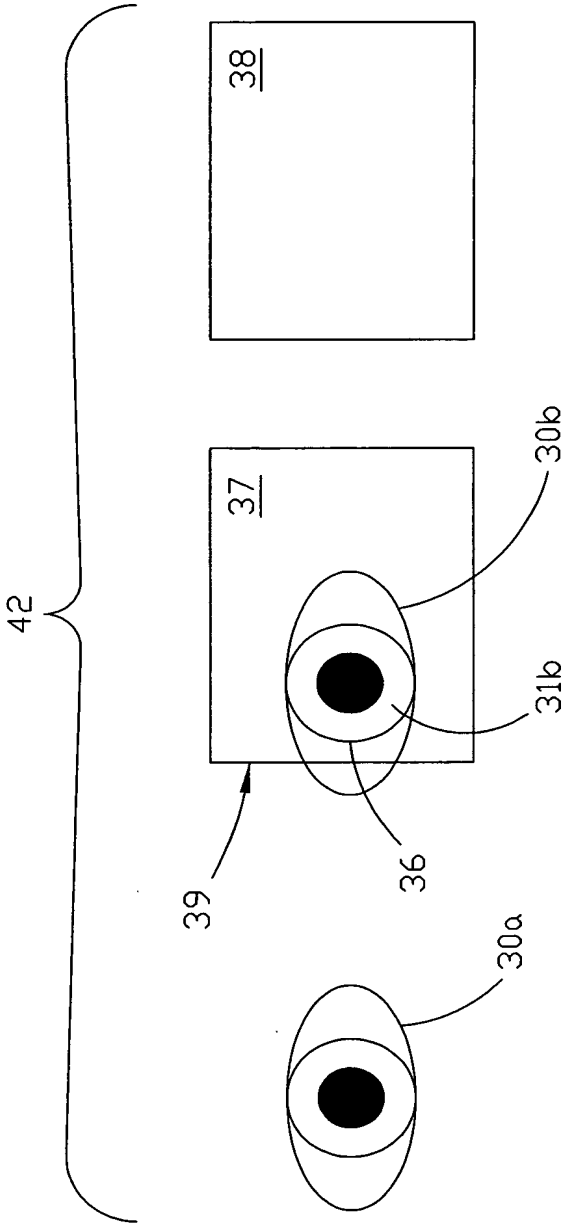

Fig. 10B

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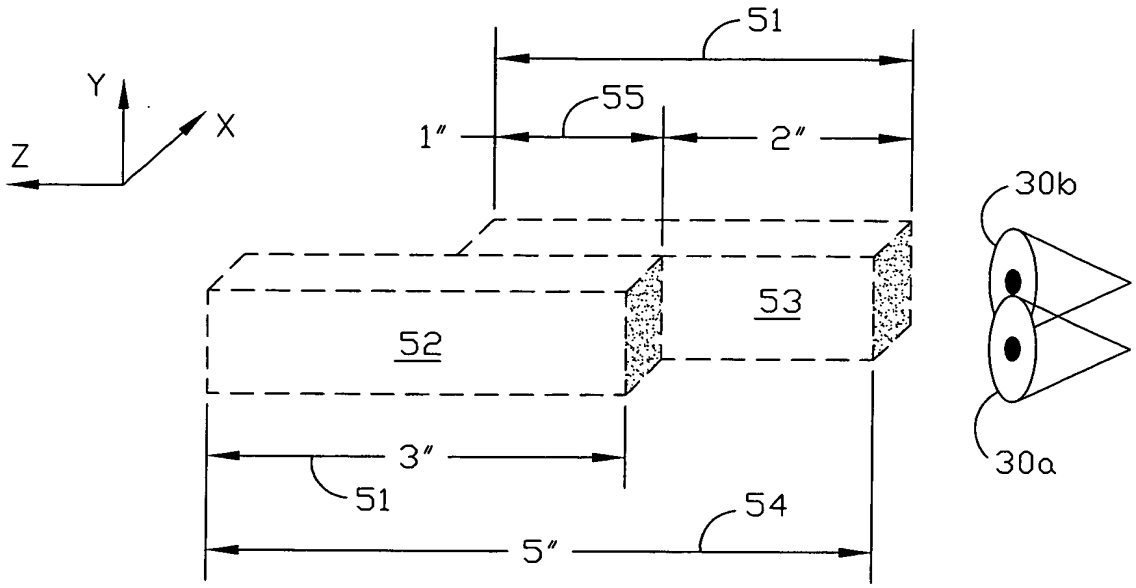
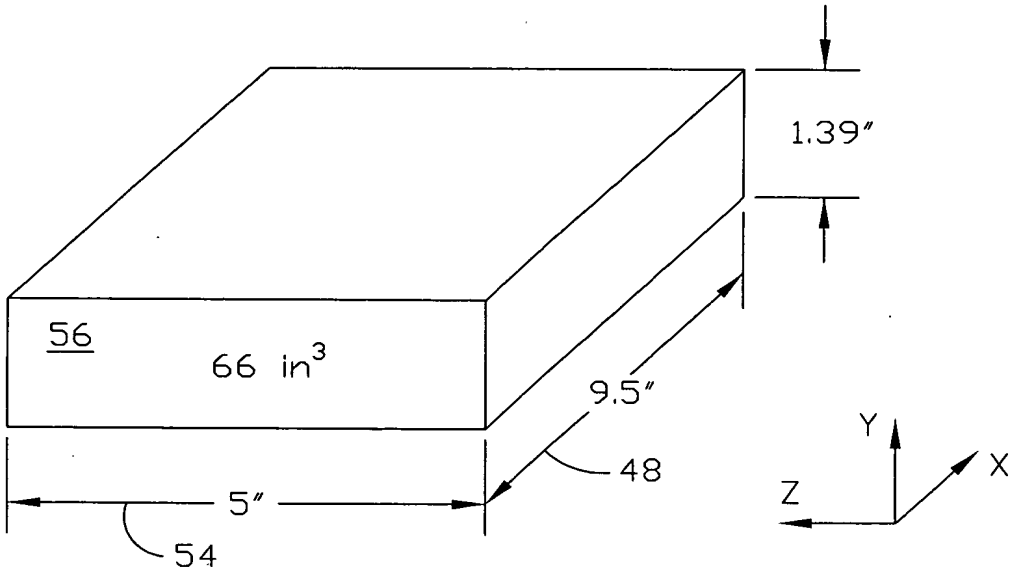


Two non-coincident object distances causing an apparent extension of the Depth of Field.

Fig. 11



The apparent capture volume created by the capture volumes of Figure 11.

Fig. 12

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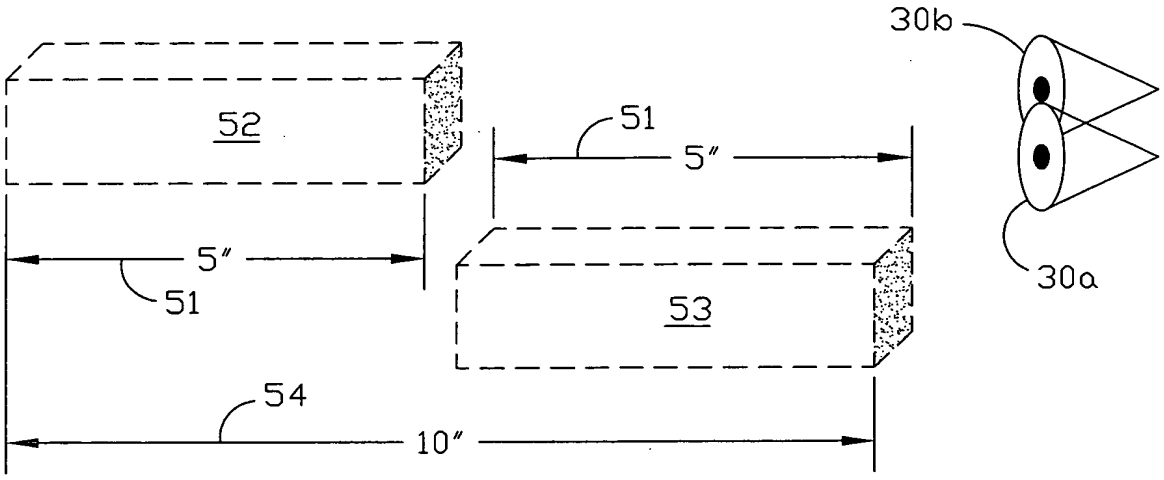
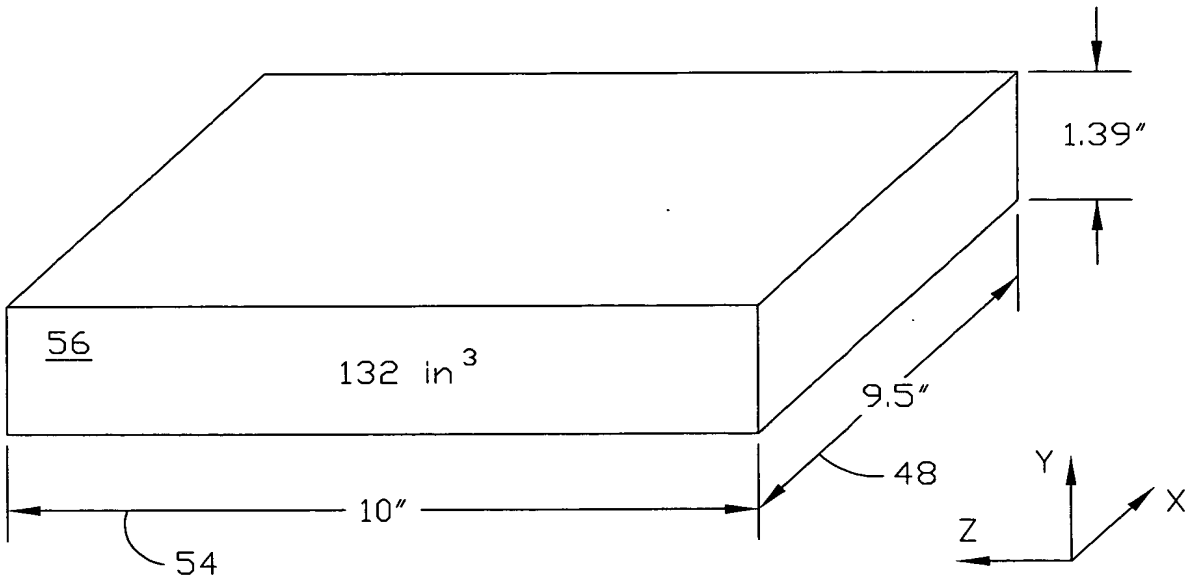


Two non-coincident capture volumes generated by a higher F# from each lens.

Fig. 13



The apparent capture volume created by the capture volumes of Figure 13.

Fig. 14

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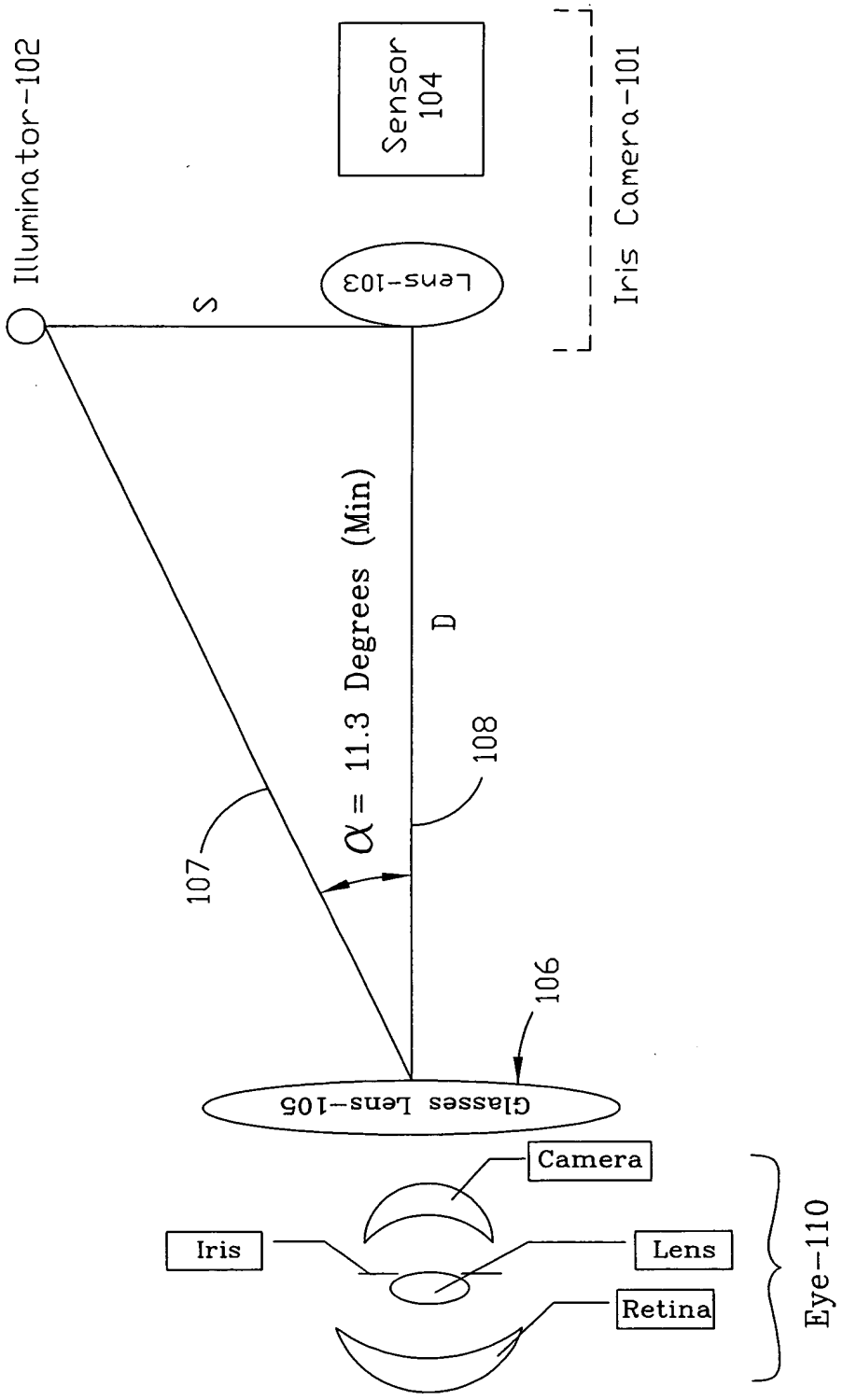

Fig. 15

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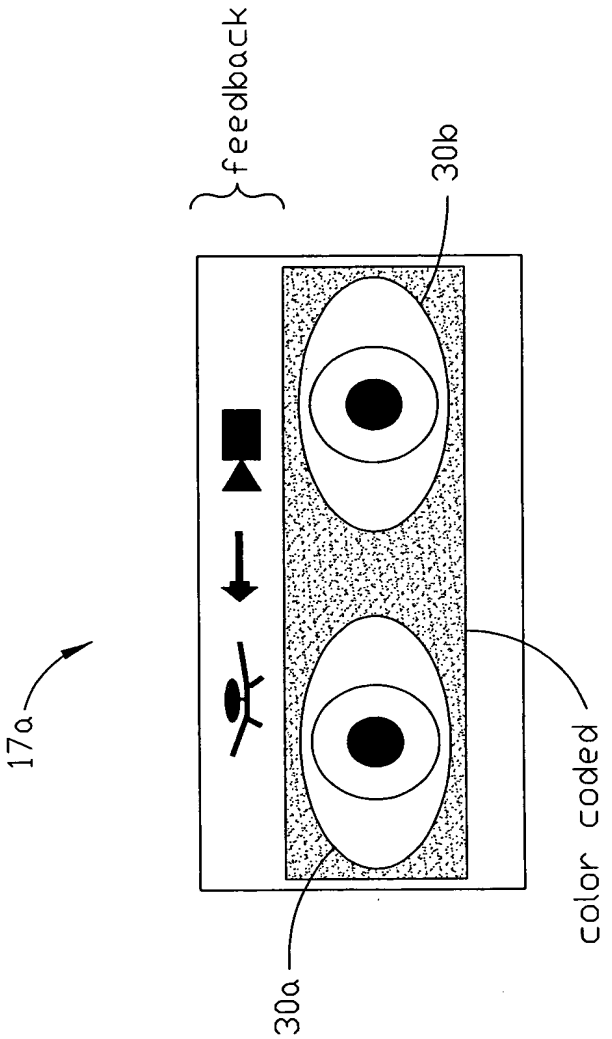

Partially Silvered Mirror Interface with feedback

Fig. 16

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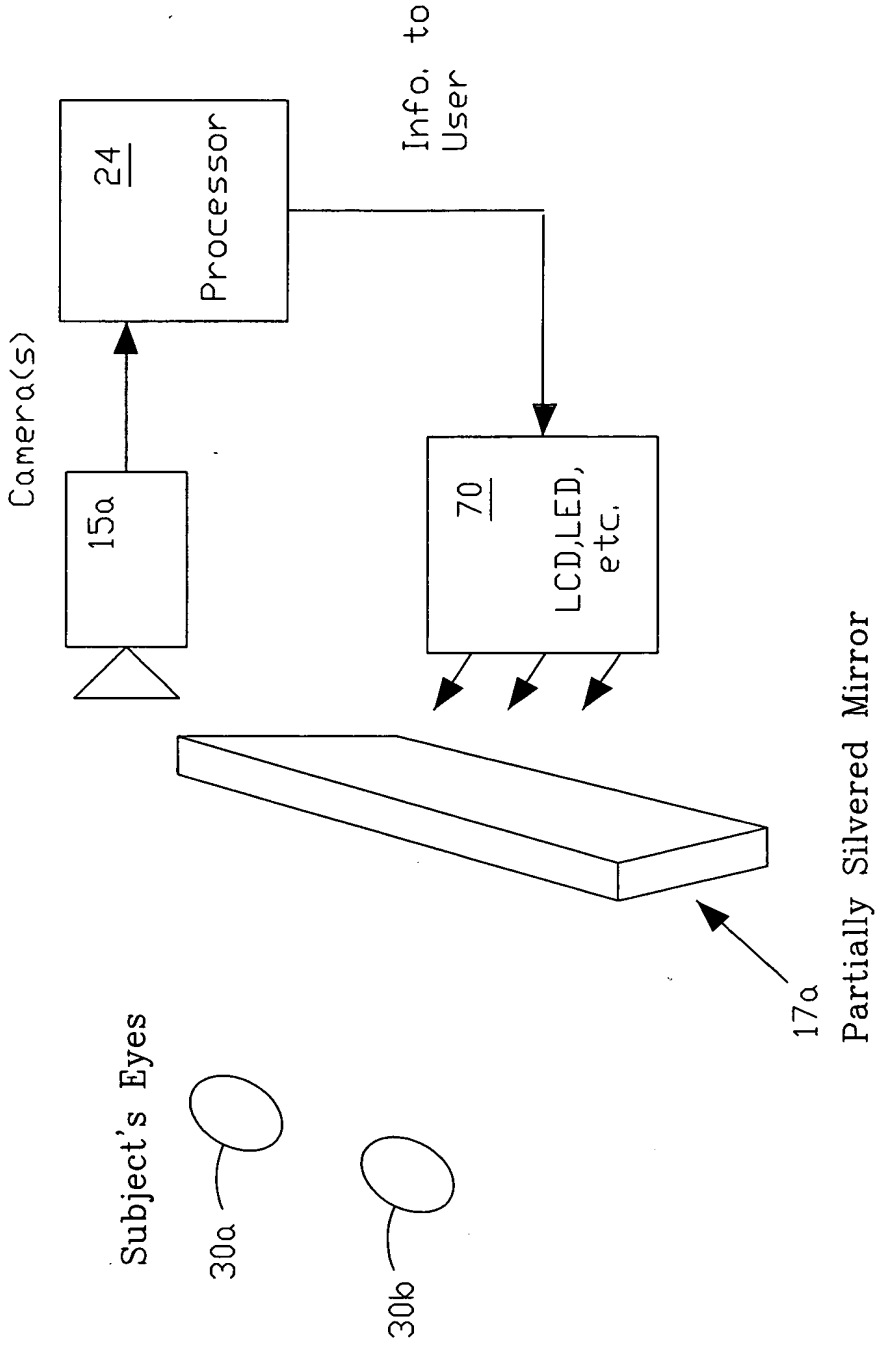

Side view of interface showing backlit interface and subject's eyes

Fig. 17

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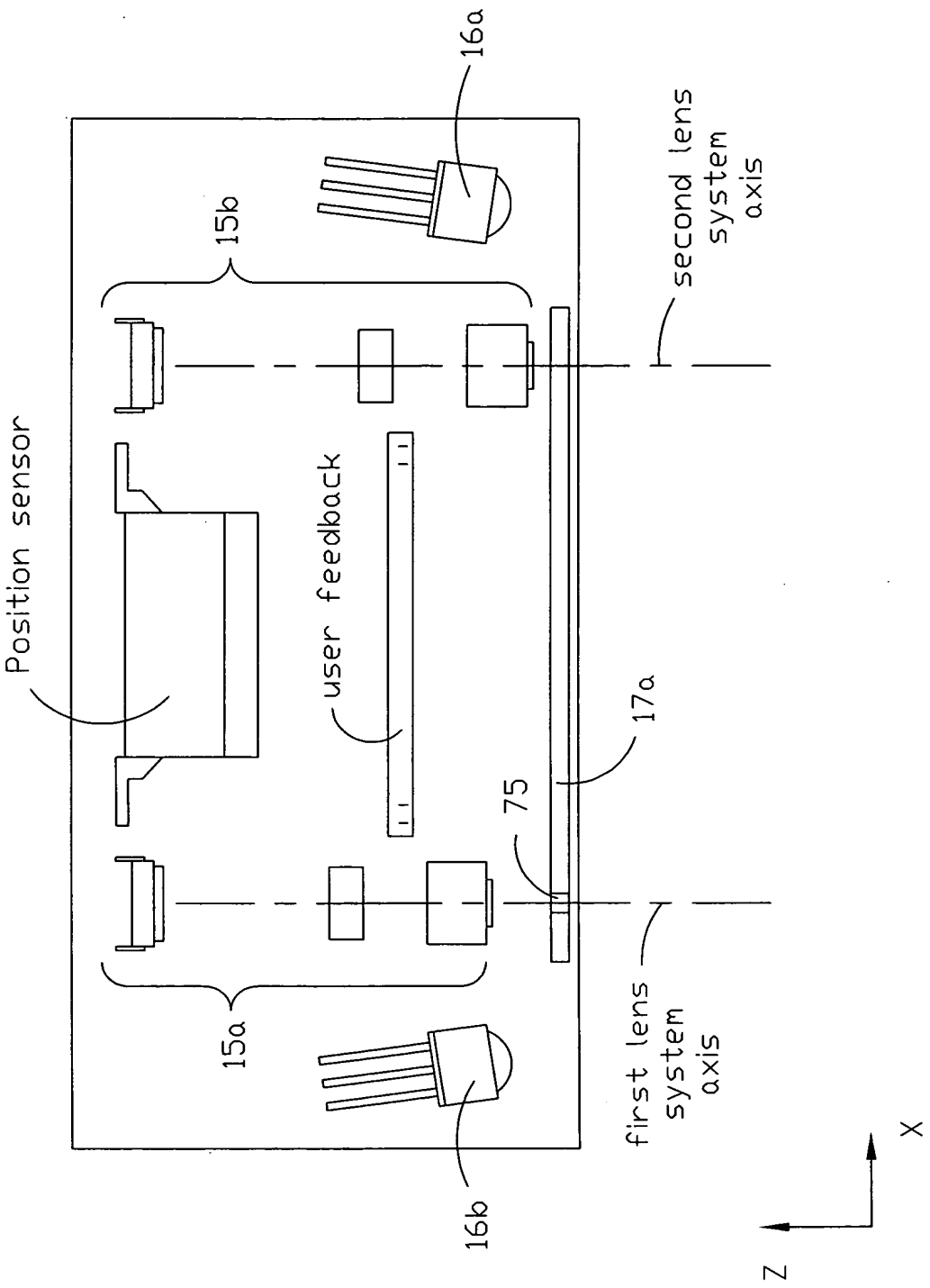

Fig. 18